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Lisa Neal

 March 2006 **eLearn**, Volume 2006 Issue 3

**Publisher:** ACM

 Full text available: [Publisher Site](#), [HTML](#) (10.58 KB) Additional Information: [full citation](#)
**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 16, Citation (

**2** [CHI '08 extended abstracts on Human factors in computing systems](#)

Mary Czerwinski, Arnie Lund, Desney Tan

 April 2008 **CHI '08: CHI '08 extended abstracts on Human factors in computing systems**
**Publisher:** ACM

 Additional Information: [full citation](#)
**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation (

**3** [CHI '06 extended abstracts on Human factors in computing systems](#)

Gary Olson, Robin Jeffries

 April 2006 **CHI '06: CHI '06 extended abstracts on Human factors in computing systems**
**Publisher:** ACM

 Additional Information: [full citation](#), [abstract](#)
**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation (

Welcome to the CHI 2006 *Extended Abstracts*. We hope that you will enjoy the abstracts and the changes that we have made. For the first time this year from six different sub-communities of the human-computer ...

**4** [CHI '07 extended abstracts on Human factors in computing systems](#)

Mary Beth Rosson, David Gilmore

 April 2007 **CHI '07: CHI '07 extended abstracts on Human factors in computing systems**
**Publisher:** ACM

 Additional Information: [full citation](#), [abstract](#)
**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation (

Welcome to the CHI 2007 proceedings. We believe the technical papers of the best current work in the diverse and dynamic field of human-computer interaction, the leading HCI conference. Creating the technical ...

**5** [CHI '05 extended abstracts on Human factors in computing systems](#)

Gerrit van der Veer, Carolyn Gale

April 2005 **CHI '05**: CHI '05 extended abstracts on Human factors in computing  
**Publisher**: ACM

Additional Information: [full citation](#), [abstract](#)

**Bibliometrics**: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

On behalf of the Technical Program Committee, welcome to the CHI 2006 Extended Abstracts portion of this disc includes submissions from all countries (which you can find in the Conference Proceedings section). ...

- 6 [Proceedings of the SIGCHI conference on Human Factors in computing systems](#)  
 Rebecca Grinter, Thomas Rodden, Paul Aoki, Ed Cutrell, Robin Jeffries, Gar  
 April 2006 **CHI '06**: Proceedings of the SIGCHI conference on Human Factors in Computing Systems  
**Publisher**: ACM

Additional Information: [full citation](#), [abstract](#)

**Bibliometrics**: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

Welcome to CHI 2006! CHI is the leading international conference on human-computer interaction (HCI). It provides an opportunity to interact with your colleagues, to present your results and methods in the HCI field, and to inspire ...

- 7 [interactions: Volume 15 Issue 6](#)


November 2008 interactions

**Publisher**: ACM

Full text available:  Digital Edition,  Pdf (7.15 MB) Additional Information: [full citation](#)

**Bibliometrics**: Downloads (6 Weeks): 221, Downloads (12 Months): 649, Citation

- 8 [Experiences in developing mobile applications using the Apricot Agent Platform](#)  
 Petteri Alahuhta, Henri Lötthman, Heikki Heikkilä, Ari Koskela, Juha Rönkä  
 October 2006 **Personal and Ubiquitous Computing**, Volume 11 Issue 1  
**Publisher**: Springer-Verlag

Full text available:  Pdf (469.57 KB) Additional Information: [full citation](#), [abstract](#), [full text](#)


**Bibliometrics**: Downloads (6 Weeks): 6, Downloads (12 Months): 85, Citation

The trend of increasing mobile services has set a new challenge for service designers to develop more advanced and user-friendly, context-aware and personalized mobile services. The Apricot Agent Platform is an agent-based software platform ...

**Keywords**: Agent platform, Context awareness, Mobile application, Mobile computing

- 9 [Correlations between factors affecting the diffusion of mobile entertainment services](#)  
 Chin Chin Wong, Pang Leang Hiew

August 2005 **ICEC '05**: Proceedings of the 7th international conference on Entertainment Computing  
**Publisher**: ACM

Full text available:  Pdf (454.40 KB) Additional Information: [full citation](#), [abstract](#), [full text](#)

**Bibliometrics**: Downloads (6 Weeks): 24, Downloads (12 Months): 175, Citation



It is only recently that industry has begun to broaden its views of the mobile services market. A deeper understanding of users' behaviour. Predictions of increasing revenue from mobile services in the future depend ultimately on the ...

**Keywords:** correlation, diffusion, drivers and barriers, mobile entertain

**10** [interactions: Volume 15 Issue 1](#)

January 2008 interactions

 **Publisher:** ACM

Full text available:  [Digital Edition](#) ,  Pdf (9.79 MB) Additional Information: [full citation](#)


**Bibliometrics:** Downloads (6 Weeks): 254, Downloads (12 Months): 1388, Cita

**11** [Peer-to-peer community management using structured overlay netw](#)

Timo Koskela, Olo Kassinen, Jari Korhonen, Zhonghong Ou, Mika Ylänitilä

September 2008 **Mobility '08:** Proceedings of the International Conference Applications, and Systems

**Publisher:** ACM

Full text available:  Pdf (419.41 KB) Additional Information: [full citation](#), [abstract](#), r

**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 5, Citation C

In this paper, we present a system for the distributed management of u  
utilizes multiple DHT overlay networks where nodes communicate in a p  
system works on top of a P2PSIP protocol implementation that ...

**Keywords:** DHT, community management, overlay networks, peer-to-p

**12** [Finding community through information and communication technolo](#)

Irina Shklovski, Leysia Paen, Jeannette Sutton

November 2008 **CSCW '08:** Proceedings of the ACM 2008 conference on Co  
work

**Publisher:** ACM

Full text available:  Pdf (445.61 KB) Additional Information: [full citation](#), [abstract](#), r

**Bibliometrics:** Downloads (6 Weeks): 66, Downloads (12 Months): 129, Citatio



Disasters affect not only the welfare of individuals and family groups, bu  
communities, and can serve as a catalyst for innovative uses of informa  
technology (ICT). In this paper, we present evidence of ICT ...

**Keywords:** community, computer-mediated communication, crisis info  
innovation, wildfire

**13** [Communications of the ACM: Volume 51 Issue 5](#)

May 2008 Communications of the ACM

 **Publisher:** ACM


Full text available:  [Digital Edition](#) ,  Pdf (7.28 MB) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 422, Downloads (12 Months): 2289, Cita

**14** [Cross-channel mobile social software: an empirical study](#)

Cindi Heyer, Margot Brereton, Stephen Viller


April 2008 **CHI '08:** Proceeding of the twenty-sixth annual SIGCHI confer  
computing systems

**Publisher:** ACMFull text available:  Pdf (495.72 KB)Additional Information: [full citation](#), [abstract](#), [full text](#)**Bibliometrics:** Downloads (6 Weeks): 36, Downloads (12 Months): 322, Citation (12 Months): 1

In this paper, we introduce a prototype system designed to support mobile communication for group messaging. The system has been appropriated for everyday use by 150 users over 18 months. The communication, allowing users to participate in group ...

**Keywords:** field trial, group messaging, multi-channel, multi-modal, telecommunication**15 Socializing in mobile gaming**


Sheila A. Paul, Marianne Jensen, Chui Yin Wong, Chee Weng Khong

September 2008 **DIMEA '08: Proceedings of the 3rd international conference on Digital Media in Entertainment and Arts****Publisher:** ACMFull text available:  Pdf (1.71 MB)Additional Information: [full citation](#), [abstract](#), [full text](#)**Bibliometrics:** Downloads (6 Weeks): 38, Downloads (12 Months): 122, Citation (12 Months): 1

Currently the most prevalent format for mobile gaming is the single-player format. This paper describes a system that allows users to interact with the game's artificial intelligence within a number of genres and puzzle games, etc. The users install the game ...

**Keywords:** interface design, mobile games, player behavior, socializing**16 Exploiting reflection in mobile computing middleware**


Lidia Capra, Gordon S. Blair, Cecilia Mascolo, Wolfgang Emmerich, Paul Grefen

October 2002 **SIGMOBILE Mobile Computing and Communications Review****Publisher:** ACMFull text available:  Pdf (121.82 KB)Additional Information: [full citation](#), [abstract](#), [full text](#)**Bibliometrics:** Downloads (6 Weeks): 15, Downloads (12 Months): 117, Citation (12 Months): 1

The increasing popularity of portable devices and recent advances in wireless communication technology will facilitate the engineering of new classes of applications, which present new challenges for system designers. Mobile devices face temporary and unannounced ...

**17 Remote controlling devices using instant messaging: building an intelligent Erlang/OTP**


Simon Aurell

September 2005 **ERLANG '05: Proceedings of the 2005 ACM SIGPLAN work****Publisher:** ACMFull text available:  Pdf (220.43 KB)Additional Information: [full citation](#), [abstract](#), [full text](#)**Bibliometrics:** Downloads (6 Weeks): 9, Downloads (12 Months): 64, Citation (12 Months): 1

This paper shows how instant messaging technology can be used for remote control of devices. It outlines some of the issues involved, of which the most important is security. The system allows for remote controlling and monitoring devices using instant messaging ...

**Keywords:** Erlang, agents, home automation, instant messaging, network remote controlling, ubiquity

# 18 Exploiting open functionality in SMS-capable cellular networks

 William Enck, Patrick Traynor, Patrick McDaniel, Thomas La Porta

November 2005 **CCS '05**: Proceedings of the 12th ACM conference on Computer security

**Publisher:** ACM


Full text available:  Pdf (611.26 KB) Additional Information: full citation, abstract, r

**Bibliometrics:** Downloads (6 Weeks): 35, Downloads (12 Months): 242, Citation

Cellular networks are a critical component of the economic and social infrastructure. In addition to voice services, these networks deliver alphanumeric text messages to wireless subscribers. To encourage the expansion of mobile services, cellular networks must support the secure exchange of sensitive information.


**Keywords:** denial-of-service, open-functionality, sms, telecommunications

# 19 Proactive security for mobile messaging networks

 Abhijit Bose, Kang G. Shin

September 2006 **WISE '06**: Proceedings of the 5th ACM workshop on Wireless security

**Publisher:** ACM


Full text available:  Pdf (281.53 KB) Additional Information: full citation, abstract, r

**Bibliometrics:** Downloads (6 Weeks): 33, Downloads (12 Months): 292, Citation

The interoperability of IM (Instant Messaging) and SMS (Short Message Service) allows users to seamlessly use a variety of computing devices from desktops to handhelds. However, this increasing convergence has also introduced new security challenges.


**Keywords:** Instant Messaging (IM), SMS/MMS, containment, mobile viruses, worms

# 20 Usage patterns of FriendZone: mobile location-based community services

 Asaf Burak, Taly Sharon

October 2004 **MUM '04**: Proceedings of the 3rd international conference on Multimedia

**Publisher:** ACM

Full text available:  Pdf (327.23 KB) Additional Information: full citation, abstract, r

**Bibliometrics:** Downloads (6 Weeks): 23, Downloads (12 Months): 160, Citation

How do users accept, and use, for a long period of time, location based mobile services? FriendZone, a suite of mobile Location-based Community Services included Instant Messaging and Locator (IM&L), ...

**Keywords:** 3G, LBS, SMS, WAP, location-based services, mixed reality, ubiquitous computing

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